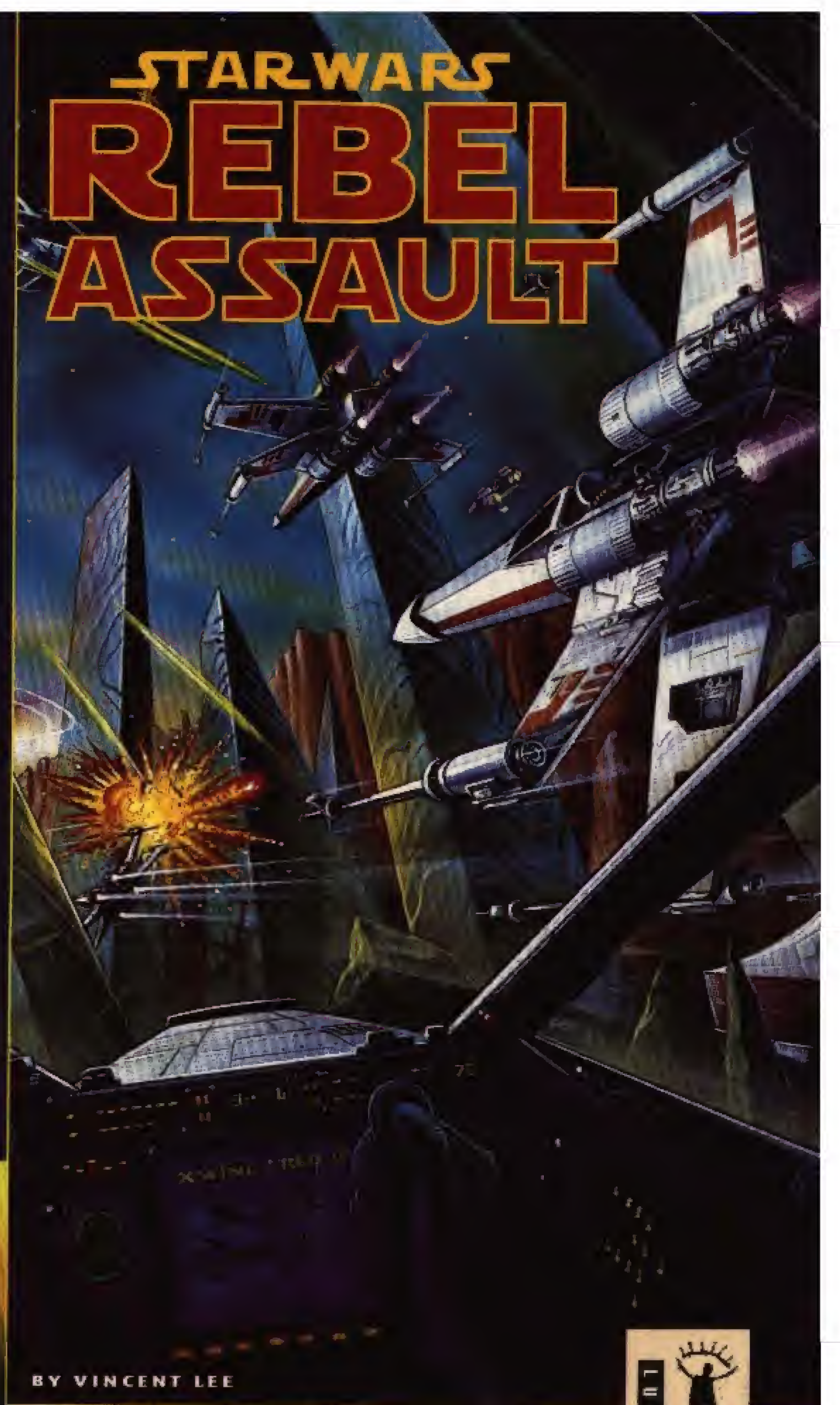


STARWARS REBEL ASSAULT



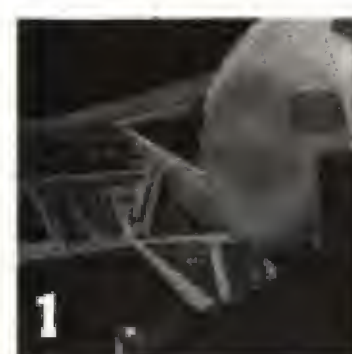
BY VINCENT LEE



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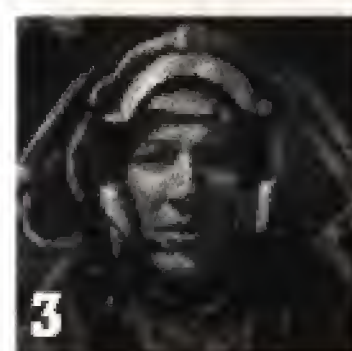
A long time ago in a galaxy far, far away... It is a period of civil war. Rebel spaceships, striking from a hidden base, have won their first victory against the evil Galactic Empire; which, under the command of Darth Vader, rules the galaxy with an iron fist. The Empire, however, is far from defeated, and many young pilots have joined the Rebels in the hopes of restoring freedom to the galaxy.



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Cast of Characters

1 Rookie One Like Luke Skywalker, Rookie One is a local farm hand from the arid planet of Tatooine. Also a daring pilot in civilian life, the eager young hotshot joined the Rebel Alliance to help defeat the Empire.

2 Cmdr. Ru Murleen The youngest commander in the Alliance, Ru Murleen's skill and daring have moved her through the ranks faster than a womp rat through Beggar's Canyon. Hoping to impart her skill to others, Murleen trains rookie pilots for the Alliance, where her quick wit and keen eye for talent have earned her many friends and universal respect.

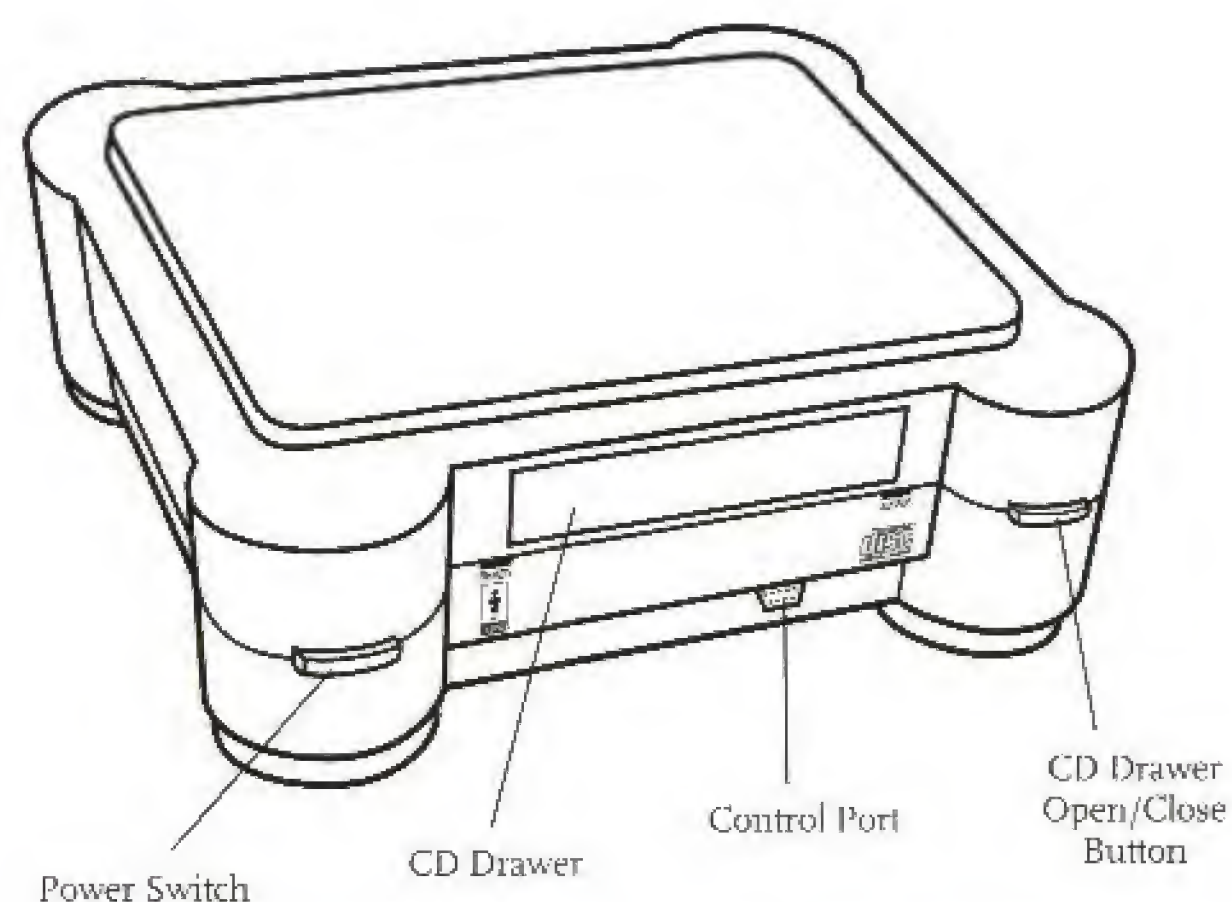
3 Cmdr. Jake Farrell Jake Farrell flew for the Imperial Navy in the days of the Old Republic when the Senate still held power in the galaxy. During his tour of duty, Farrell trained some of the best pilots in the Empire. But as the government changed and the Empire sent him on increasingly ruthless missions, Farrell left the Navy and retired to a secret location to pass the remainder of his years. Lately, in an effort to empower the Rebellion with the skills necessary to combat the Empire, Farrell has come out of retirement to train young pilots for the Alliance. An earnest commander with a no-nonsense attitude, Commander Farrell runs a tight ship and teaches his rookies discipline.

4 Lt. Turland Hack Known to all as "Hack," Turland met Rookie One while training at Mos Eisley. Impressed by the young hotshot's enthusiasm for the Alliance, Hack took the rookie under his wing and became a "big brother" to the new pilot. Unable to qualify for flight school himself, Hack put his energy into helping Rookie One become the best in the fleet. Currently, Hack holds a communications post at the Anchorhead base.

5 Capt. Merrick Simms Captain Simms leads the Blue squadron of the Rebel fleet. After a highly-acclaimed victory near Dantooine last year, young Simms was quickly promoted to the rank of captain. A skilled pilot who always keeps his cool, Simms understands the discipline needed to confront Imperial forces.

6 Rookie Thurlow Harris Harris has seen his share of battles in his twenty years. A Rebel captain's son, Harris has spent most of his life in his father's shadow. Although a good pilot in his own right, Harris lacks the confidence and control learned by experience.

7 Darth Vader Dark Lord of the Sith, Darth Vader personifies the evil behind the Galactic Empire. Once a Jedi Knight and student of Ben Kenobi, Vader turned on his teacher to embrace the seductive power of the dark side of the Force. Now, as servant to the gruesome Galactic Emperor, he has vowed to crush the Rebellion at any cost. His hopes are high that a new Imperial weapon, the Death Star, will help to accomplish this end.



- ❶ Set up your 3DO Interactive Multiplayer, following the steps in the owner's manual.
- ❷ Plug your controller into the control port.
- ❸ Press the power switch to turn the unit ON.
- ❹ Press the Open/Close button to open the CD drawer. Place the *Rebel Assault* game CD into the drawer, label side up. Press the Open/Close button again to close the drawer.

Game Controls Summary

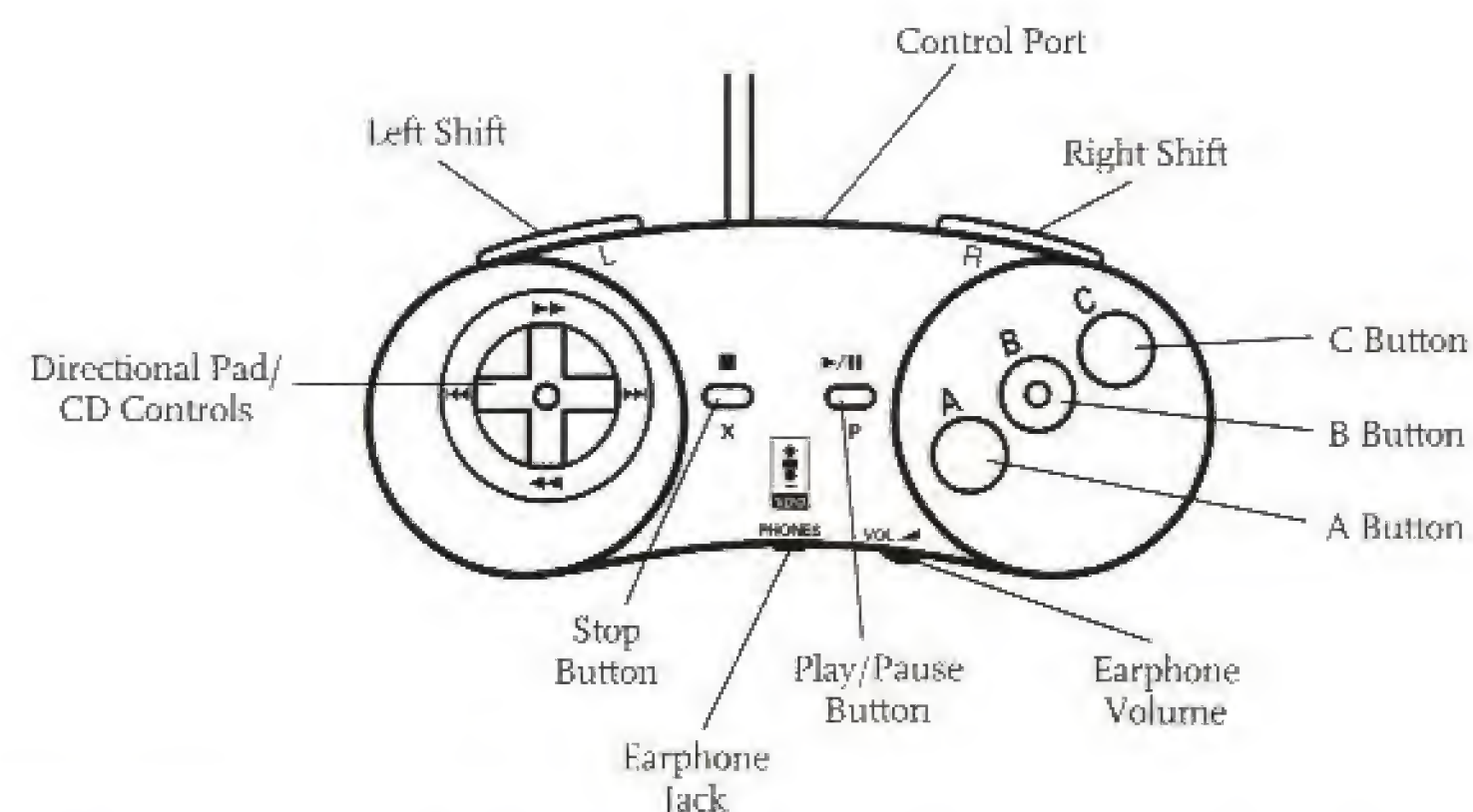
There are four types of play perspectives in *Rebel Assault*. Prior to each game you may re-configure the control settings (see "Game Options" under the Main Menu).

A Button = Fire lasers and torpedoes.

B Button = Move person left and right; choose path (where applicable).

C Button = Skip through cut scenes.

Play/Pause Button = Pause game, start game.



❶ Third-Person Flight Controls

This view is from *behind* your craft.

BANK LEFT:

Press the Directional Pad LEFT.

BANK RIGHT:

Press the Directional Pad RIGHT.

MOVE UP:

Press the Directional Pad UP.

MOVE DOWN:

Press the Directional Pad DOWN.

FIRE LASERS (where applicable):

Press the A Button.

NOTE: To make quick turns, hold down

LEFT or RIGHT shift Button while banking



❷ Aerial Flight Controls

This perspective is from *above* your ship.

MOVE SHIP LEFT:

Press the Directional Pad LEFT.

MOVE SHIP RIGHT:

Press the Directional Pad RIGHT.

INCREASE THRUSTERS:

Press the Directional Pad UP.

DECREASE THRUSTERS:

Press the Directional Pad DOWN.

LAUNCH PROTON TORPEDO: Press the A Button.



③ First-Person Flight Controls

This perspective is from *inside* the cockpit.

MOVE CRAFT/CROSSHAIR

TO LEFT:

Press the Directional Pad LEFT.

MOVE CRAFT/CROSSHAIR

TO RIGHT:

Press the Directional Pad RIGHT.

MOVE CRAFT/CROSSHAIR UP:

Press the Directional Pad UP.

MOVE CRAFT/CROSSHAIR DOWN: Press the Directional Pad DOWN.

FIRE LASERS and TORPEDOES: Press the A Button.



④ Third-Person Shooting

This perspective is from *behind* you.

POINT WEAPON LEFT:

Press the Directional Pad LEFT.

POINT WEAPON RIGHT:

Press the Directional Pad RIGHT.

POINT WEAPON UP:

Press the Directional Pad UP.

POINT WEAPON DOWN:

Press the Directional Pad DOWN.

SHOOT BLASTERS:

Press the A Button.

SHUFFLE LEFT: Hold down the B Button and press the Directional Pad LEFT.

SHUFFLE RIGHT: Hold down the B Button and press the Directional Pad RIGHT.



Joypad Extras

When using your joypad, you may use the following enhancements:

Move cursor quickly = hold down left or right shift button and move directional pad in the desired direction

Autofire = hold down the fire button

Joystick Controls

When you first start the game or connect a joystick, you will be asked to calibrate the joystick. Follow the instructions that appear on screen. The Directional Pad and 'A' Button on the joypad are disabled when a joystick is connected to your 3DO machine.

First-Person Flight Controls

MOVE UP:

Pull the joystick BACK.

MOVE DOWN:

Push the joystick FORWARD.

Third Person Shooting Controls

POINT WEAPON UP: Pull joystick BACK.

POINT WEAPON DOWN: Push joystick FORWARD.

SHUFFLE LEFT: Press A button and move LEFT.

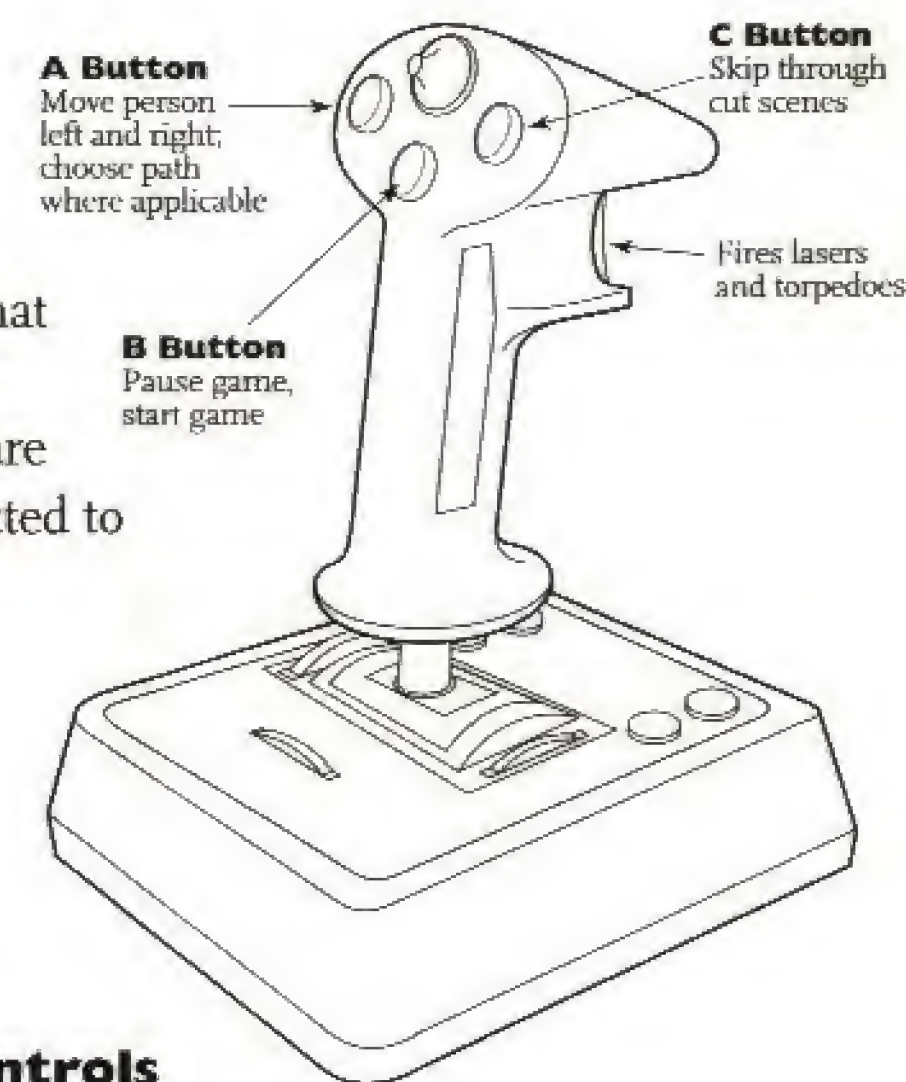
SHUFFLE RIGHT: Press A button and move RIGHT.

Main Menu

Press the C Button (on pad or joystick) to bypass the various title and story screens and reach the Main Game Menu. To make a selection in the Main Menu, press the Directional Pad UP or DOWN to highlight a selection and press the A Button to access that selection. From the Main Menu you can start a new game, call up the Game Options Menu, enter your passcode, continue the demo, and restart the game.

Options Menu

Press the Directional Pad UP and DOWN to scroll through the various game options and press the A Button to toggle through the selections under that option. Select "EXIT MENU" to enter all your option selections and return to the Main Menu. From the Game Options Menu you can turn the background music and SFX on or off, choose male/female, set volume control, set controls to defaults or alternately vertically flip the way your flight controls work, and program the difficulty level at either Normal, Easy, or Hard. The Pause Menu, while it does not allow you to change your difficulty level, does give you the option to Restart the game.



Main Game Screen

Damage Meter Indicates by color the degree of damage inflicted on your ship. Green indicates minimal damage. Yellow indicates substantial damage. Red indicates severe damage.

Pilots Indicates how many pilots (lives) you have remaining to complete that mission.

Score Displays your current score.

Enemies and Obstacles

Walkers You must bring down the walker's strength by shooting its armor panels. Each panel takes two hits. The first hit will turn the panel dark brown from beige. The second will turn it gray.

During this level your navigation computer will be locked into a pre-determined flight path. At certain times, however, you will be allowed to select one of two different approaches; your display will indicate that a



choice is available (the text "Choose Attack" will then appear). Although you are locked on your pre-determined flight path, you must still dodge the walker and its lasers as you fly. Move the Directional Pad LEFT or RIGHT to select the direction of your path. Then, press the B Button (A Button for joystick) to choose your path.

Asteroids You must avoid rocky (brown) asteroids in your path. You cannot dodge ice asteroids, however. Those in your path must be shot.

TIE Fighters Shoot TIE fighters before they shoot you. If you let one slip by, it will hit you and run into your ship.

Star Destroyer To demolish the Star Destroyer, you must take out the shield generators on the top of the ship. Then, go for the command center on the bridge.

Passcodes

As you finish each mission, you earn access to the secret passcode that allows you to return to this part of the game when playing at another time. Be sure to keep track of these passcodes by jotting them down. By doing so, you'll always be able to call up the beginning of the next chapter and continue the game where you got the passcode.

The passcodes, however, do not "save" your score, damage or number of pilots. You begin a new game each time you use the passcodes. As you change difficulty levels, passcodes change, too.

Credits

Vince Lee	<i>Designer, Programmer, Project Leader</i>	Mark Cartwright	<i>Quality Assurance Supervisor</i>
Casey Donahue	<i>Ackley Game Producer</i>	Chip Hinnenberg	<i>Quality Assurance</i>
Ron Lussier	<i>Lead 3D Artist</i>	Brett Tosti	<i>Quality Assurance</i>
Tamlynn Barra	<i>Voice Producer and Director</i>	Dana Fong	<i>Quality Assurance</i>
David Vallone	<i>3D Artist/Animator</i>	Brian Kemp	<i>Quality Assurance</i>
Richard Green	<i>3D Artist/Animator</i>	Chris Snyder	<i>Additional Testing</i>
Dan Colon	<i>3D Artist/Animator</i>	William Burns	<i>Additional Testing</i>
Ralph Gerth	<i>Additional 3D Art</i>	Mike Levine	<i>Special Video Arrangements</i>
Steven Sherer	<i>Additional 3D Art</i>	Collette Michaud	<i>Art Department Manager</i>
John Bell	<i>3D Modeller</i>	Sue Seserman	<i>Public Relations Manager</i>
Martin Cameron	<i>3D Modeller</i>	Camela Boswell	<i>Public Relations Associate</i>
Leonard Robel	<i>Artist/Animator</i>	Meredith Cahill	<i>Key Accounts Manager</i>
Bill Tiller	<i>Artist/Animator</i>	Mara Kaehn	<i>Product Support Manager</i>
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Chris Ross	<i>Art Technician</i>	Jack Sorensen	<i>Business Guy</i>
Leyton Chew	<i>Art Technician</i>	Randy Komisar	<i>President & CEO</i>
Gwen Musengwa	<i>Art Technician</i>	John Williams	<i>Composer and Conductor of Music</i>
Justin Graham	<i>Programming Assistance</i>	<i>Performed by the London Symphony Orches- tra © © 1977 Lucasfilm Ltd. Used Under Authorization. All Rights Reserved.</i>	
Toshi Morita	<i>Programming Assistance</i>	<i>Moore & Price Design Group, Inc. Package Design</i>	
Mark Haigh-Hutchinson	<i>Programming Assistance</i>	<i>Greg Winters Package Illustration</i>	
Aric Wilmunder	<i>Programming Assistance</i>	<i>Mark Shepard Manual Design</i>	
Gary Brubaker	<i>Programming Assistance</i>	<i>Special thanks to George Lucas</i>	
Edward Kilham	<i>Programming Assistance</i>		
Clint Bajakian	<i>Sound Editing & Processing</i>		
Michael Z. Land	<i>Sound Advice</i>		
Peter McConnell	<i>Sound Advice</i>		

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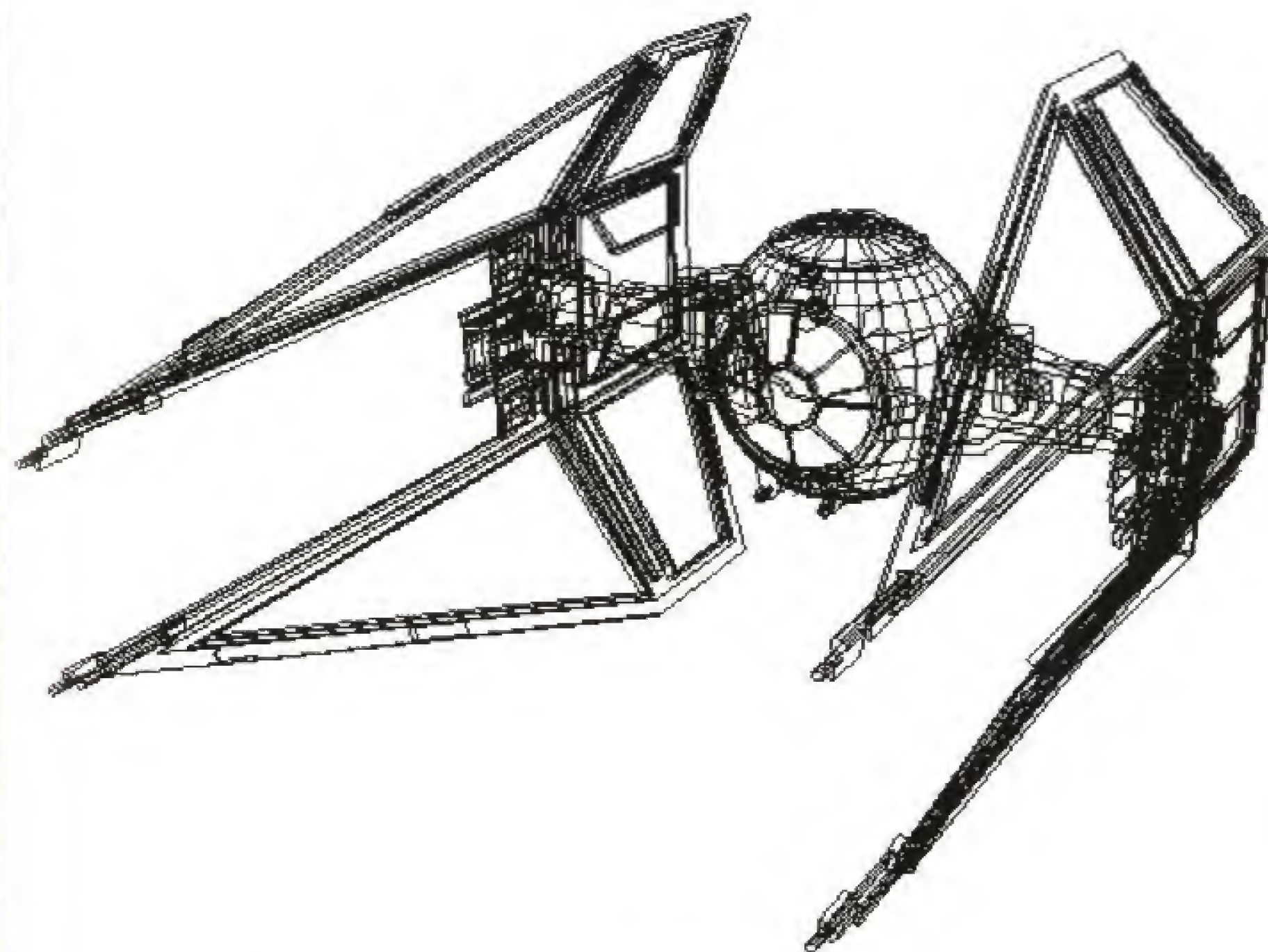
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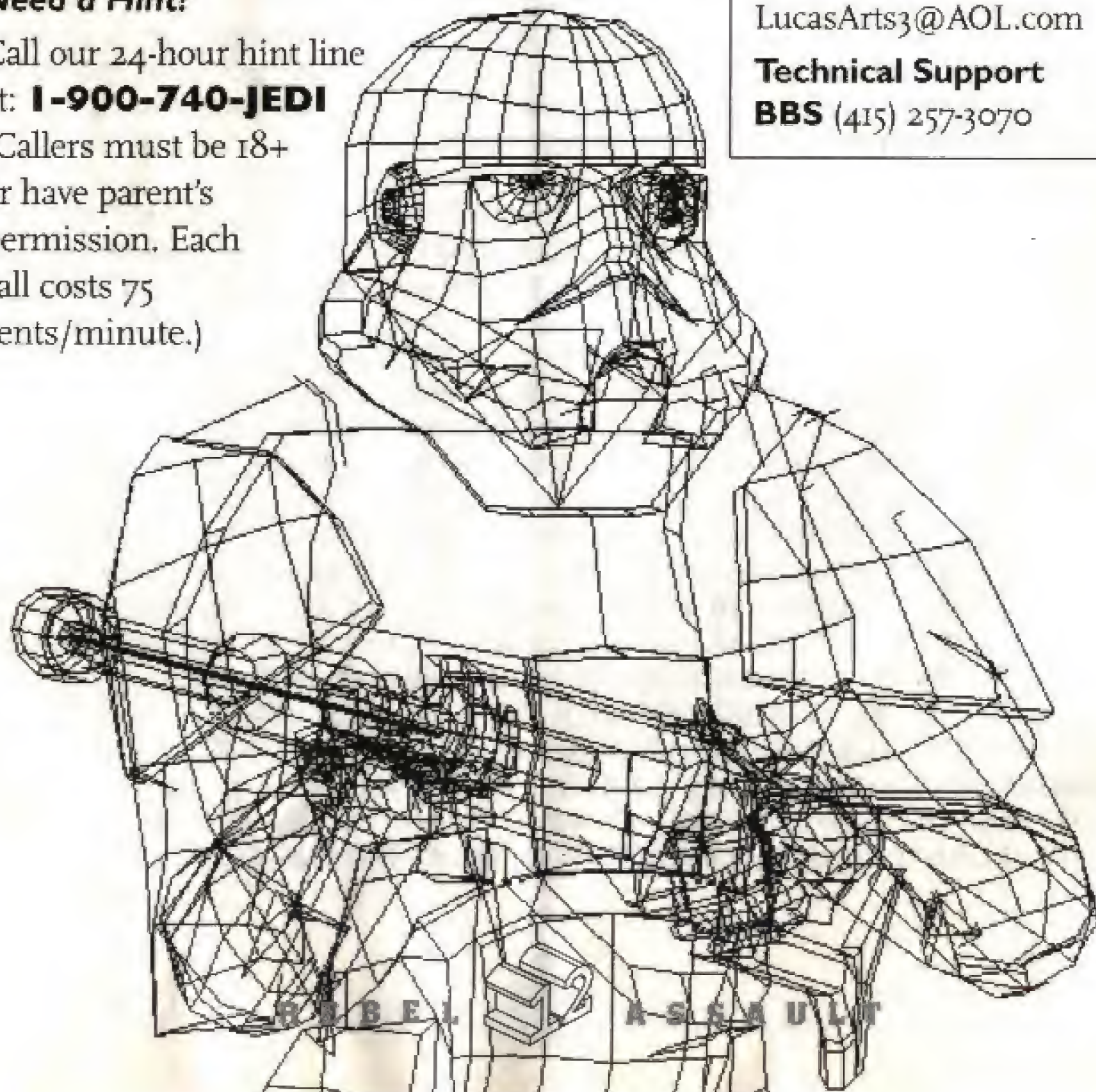
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